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THE FRENCH LEADERS

Present : The Docs For LOTUS ESPRIT!

Lotus Esprit Turbo Challenge is a one or two player racing game that Gremlin believe is one of the fastest, smoothest and most addictive arcade style racing games of all time. The ultimate aim of the game is to qualify for the Lotus License, which will only be issued to the elite band of individuals that complete all thirty two tracks and finish top of the racers table at the end of all that motoring. Details of how to get your Lotus License once you have achieved this mammoth task are given later in this manual.

THE OPTIONS:

The main options are presented on the Options screen. To make a choice, simply move the joystick up and down to highlight the option you wish to alter, and then move your joystick left or right. The options available are as follows:

-Difficulty: The choices here are Easy, Medium, Difficult and Practice. On the easy level, there are seven races to complete, on medium there are ten, and fifteen on the difficult level. The practice option allows you to practice your driving on a specially designed track.

-Number of players: One or two.

-Name of player: Type in your name on this option, after deleting the name that's already present on the menu.

-Manual Gears/Computerised Gears: Chose computerised or manual gears. Normal manual gears are much harder to get to grips with initially, but the acceleration and top speed of the computerised gears are less than when using manual gears.

-Normal/Alternative controls: Two methods of joystick controls are featured in Lotus, and this allows you to chose between the two. We believe that the alternative method will give you more enjoyment once it is learned, but the 'normal' one is the more usual one normally found in racing games.

-Normal Joystick controls:
 Accelerate
 Brake
 Change up a gear
 Change down a gear
 Alternative joystick controls

-Alternative Joystick controls:

Accelerate
Brake
Steer Left
Steer Right
Change up a gear
Change down a gear

-Mouse controls:
(Computerised gears only.)
Left Mouse button: Accelerate
Right Mouse button: Brake

RACING:

On each level, the player will need to finish in the top ten drivers in order to qualify for the next race. On the two players game, if either driver finishes in the top ten, then both racers are carried forward to the next race. The players next starting position will be determined by his finishing position on the previous race, which will be inverted. So, for example, if the player finishes first, he will start the race in twentieth place, and if he finishes second he will start the next race in nineteenth, and so on. On some of the later tracks, the driver will come across some pretty nasty hazards both on and off the roads, and some of the tracks will throw up some pretty nasty surprises.

PITSTOPS:

Some tracks are too long to complete without stopping for fuel, and so pitstops will be required. These are always to be found just after the start/finish line, and are indicated by the yellow spanner sign. In order to carry a fuel stop, pull into the pit lane and brake. You will then go to another screen where you will see your fuel tank being filled, the amount being indicated on a meter on the right hand side of the screen. You can leave this screen as soon as you think you have enough fuel by hitting the fire button.

Qualifying for the Lotus License:

Once you have completed Lotus Esprit Turbo Challenge, you will be presented with a special message. You must write this message in full on the enclosed card (No photocopies will be accepted), and fill in all the other details requested on the card.

Once this is completed, return it to Gremlin Graphics, and your license will be forwarded to you.

Applying for your Lotus License:

Once you have completed Lotus Esprit Turbo Challenge, you can apply for your Lotus license. To apply for your Lotus license, simply fill in the form over this page and post it to: Lotus License, Gremlin Graphics, Alpha House, 10 Carver Street, Sheffield, South Yorkshire S1 4FS.

Docs Typed In By THE FRENCH LEADERS!

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